# Chen **Mi**

GAME ENGINEER & DESIGNER
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## Professional Qualifications

- C#, Java, C++, Lua
- Server Development, MySQL Database
- Android, iOS, HTC Vive, Kinect, ZSpace, Mobile SDKs

- Unity, Unreal, MonoGame, Phaser
- Computer Networking, Software Engineering
- Graphic Rendering

## Experience

**Beijing BoyhoodTech Co., Ltd.**                                                                                       *Beijing*
GAME DEVELOPER & UNITY CLIENT LEADER                                                              *08/2015-05/2017*

- **Pili Incredible**, Top 10 in apple store bestseller and Google recommendation list.
- **Crown of Honor**, a MMOARPG mobile game about to ship in China.
- Implement UI framework based on NGUI with MVC structure; Card battle system based on infinite state machine.
- Implement AI system for ARPG enemy entities based on behavior tree theory.
- Analyzing navigation mesh and synchronize with server. Integrate SDKs for accounts, behavior tracking and billing.
- Develop Unity engine tools, implement auto workflow tools for art assets management solution.
- Implement AssetBundle building and loading solution; Auto-use solution for runtime data tables via Excel sheets.

**Beijing Branch, Shenzhen Powerwin Sci and Tech Co., Ltd.**                                         *Beijing*
GAME DEVELOPER INTERN & DIRECTOR of EDUCATION PROGRAM                                  *08/2014-04/2015*

- Establish the Manew education program; Lead a MMORPG and a MOBA mobile game project;
- Individually developed a networking card battle game. Uses Webservices with MySQL and animation sequence.

## Projects

**Entertainment Art & Engineering, University of Utah**          *08/2017 - PRESENT*          *Salt Lake City*

- **Final Siege** - multiplayer networking board game. Tech leader.
    - Implement client frameworks for assets, UI & model animation loader; Individually implement server development.
    - Use .NET sockets, self-made protocol with three-layer message handlers. Integrating with MySQL database.
- **Fore! Runner** - Multiplayer infinite runner game via **MonoGame**, server uses **Lidgren** framework;
- **Elecforce** - Multiplayer competitive game in GGJ2018. Assist tech artist with shader. Implement core gameplay.

**School of Design, Hunan University**                                      *09/2016-06/2017*                 *Changsha*

- Mechanical dismantling on ZSpace; Digital cultural museum on HTC Vive;

**Jiangxi Key Laboratory of Creative Cartoon and Digital Entertainment**   *10/2013-06/2015*   *Nanchang*

- Designed and Implemented a Kinect Integrated Unity Virtual Experimental Platform.

## Honor

- Gold Award of Best Original Non-Game Group, 2014 Unity Awards in the Greater China Region
- 2nd prize in **2016 CUIDC**; China Car Design Awards;

## Education

**University of Utah, Utah, America**                                                                           *Salt Lake City*
Graduate, Entertainment Art and Engineering: Master Game Studio, Engineer track          *08/2017 - PRESENT*

**Jiangxi Normal University, China**                                                                                   *Nanchang*
Bachelor of Engineering in Software Engineering (Business Software), College of Software     *09/2011 - 07/2015*